

IN THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method comprising:

generating a plurality of blurred copies of an object by applying multi-texturing to the object during one pass through a graphics processing pipeline, including acquiring a plurality of graphical user interface objects, and for each of the graphical user interface objects, shifting the graphical user interface object to form one or more shifted objects, blending the one or more shifted objects and the graphical user interface object to form one of the plurality of blurred copies of the object; and

displaying in succession each one of the generated plurality of blurred copies of the object to create the illusion of motion.

2. (Currently Amended) The method of claim 1, wherein generating the plurality of blurred copies of the object by applying multi-texturing to the object during one pass through the graphics processing pipeline comprises:

generating a texture and shifting the texture with respect to the object before applying the texture to the object.

3. (Currently Amended) The method of claim 2, further comprising displaying the plurality of blurred copies of the object on a visual display.

4. (Currently Amended) The method of claim 3, wherein generating the plurality of blurred copies of the object by applying multi-texturing to the object during one pass through the graphics processing pipeline, comprises applying bump texturing to the object.

5. (Currently Amended) The method of claim 1, wherein generating the plurality of blurred copies of the object by applying multi-texturing to the object during one pass through the

graphics processing pipeline further comprises displaying the blurred copies of the object on a visual display coupled to a communication device.

6. (Original) A method comprising:

- acquiring a graphical user interface object including associated texture;
- generating one or more shifted instances of the associated texture;
- blending the one or more shifted instances of the associated texture to produce a blended texture;
- shifting the blended texture to obtain a blended and shifted texture;
- applying the blended and shifted texture to the graphical user interface object; and
- blending the graphical user object with a background.

7. (Original) The method of claim 6, wherein acquiring a graphical user interface object comprises acquiring a graphical user interface window.

8. (Original) The method of claim 7, wherein blending the graphical user object with the background, comprises blending the graphical user interface window with one or more background windows.

9. (Original) The method of claim 8, wherein blending the graphical user interface window with one or more background windows, comprises blending the graphical user interface window with one or more web page windows.

10. (Original) The method of claim 6, wherein blending the graphical user object with the background comprises adding the graphical user object to the background.

11. (Currently Amended) A machine readable medium having machine executable instructions for performing a method comprising:

- acquiring a graphical user interface object including associated texture;

generating one or more shifted instances of ~~an object~~ the associated texture;
blending ~~the object and~~ the one or more shifted instances of the ~~object~~ associated texture
to ~~obtain~~ produce a blended ~~object~~ texture;
shifting the blended texture to obtain a blended and shifted texture;
applying the blended and shifted texture to the graphical user interface object; and
blending the graphical user object with a background.

12. (Currently Amended) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object on a visual display.

13. (Currently Amended) The machine readable medium having machine executable instructions for performing the method of claim 11, ~~further comprising~~ wherein blending the ~~blended~~ graphical user object with a background includes the background comprising one or word processing windows.

14. (Currently Amended) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object with a background.

15. (Currently Amended) The machine readable medium having machine executable instructions for performing the method of claim 14, wherein displaying the blended graphical user object with a background comprises displaying the blended object with a background on a communication device.

16. (Currently Amended) A graphics pipeline comprising:
a texture memory in which to store texture information; and
a graphics processor coupled to the texture memory, the graphics processor to process the texture information by shifting and blending the texture information in one pass through the graphics processor to obtain shifted and blended texture information before applying the shifted

and blended texture information to an object.

17. (Original) The graphics pipeline of claim 16, wherein the shifted and blended texture information is applied to a graphical user interface object.

18. (Original) The graphics pipeline of claim 17, wherein the graphical user interface object comprises a graphical user interface window.

19. (Original) The graphics pipeline of claim 16, wherein the graphical user interface object when displayed on a visual display provides the illusion of motion.

20. (Original) The graphics pipeline of claim 17, wherein the graphical user interface window when displayed on a visual display provides the illusion of motion.